

```
1 #pragma once
2 #include <stdlib.h>
3
4 struct pixel {
5     int m, n;          // m = row, n = col
6 };
7
8 void ConnectedNeighbors(struct pixel s, double T, unsigned char** img, int width, int height, int* M, struct pixel c[4]);
9
10 void ConnectedSet(struct pixel s, double T, unsigned char** img, int width, int height, int ClassLabel, unsigned int** seg, int* NumConPixels);
```